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JALECO

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JALECO

NES-6T-AUS

Totally RAD™

INSTRUCTION
MANUAL

This seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.™

This game is licensed by Nintendo® for play on the

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ENTERTAINMENT SYSTEM

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THANKS FOR BUYING TOTALLY RAD FROM JALECO, DUDES. IT'S JUST ONE OF MANY MOST EXCELLENT AND BODACIOUS GAMES WE WILL BE BRINGING OUT FOR YOUR NES.

WHOA! YOU FOUND THE TABLE OF CONTENTS, DUDE.

THE TOTALLY RAD STORY OF A MOST UNPRECENDENTED REGULAR DUDE, A VERY RIGHTEOUS BABE, AND A GNARLY OLD MAGICIAN WHO USED TO LIVE IN A MOST BODACIOUS SPREAD INSIDE THE SAN ADREAS FAULT 2

OBJECT OF THE GAME (AWESOME THINGS THAT, IF NOT MADE KNOW TO FELLOW DUDES LIKE YOURSELF, WOULD CONSTITUTE A MOST EGREGIOUS OVERSIGHT ON OUR PART) 6

GETTING STARTED (SKIP THIS PART AND ORDER A PIZZA OR SOMETHING INSTEAD, DUDES, 'CAUSE THIS STUFF IS SO SIMPLE—REALLY) 9

ON-SCREEN DISPLAYS (WHOA, READ THIS 'CAUSE IT TELLS YOU HOW TO GET A NEW LIFE, FOR SURE) ..... 9 – 10

CONTROLLER FUNCTIONS (EVERYBODY NEEDS TO KNOW WHAT BUTTON TO PUSH, DUDE OR THE WORLD AS WE KNOW IT WOULD COME TO A COMPLETE STANDSTILL FOR SURE) 11

USING MAGIC (A MOST PRODIGIOUS EXPLANATION OF THE MULTITUDINOUS CHOICES THAT APPEAR WHEN YOU HIT THE START BUTTON) 13

ASK THE RIGHTEOUS QUESTIONS, GET SOME RIGHTEOUS ANSWERS, DUDE 16

TAKING CARE OF YOUR JALECO GAME 17

IT'S A BAD SCENE

ROBOCOP is back, in old Detroit...

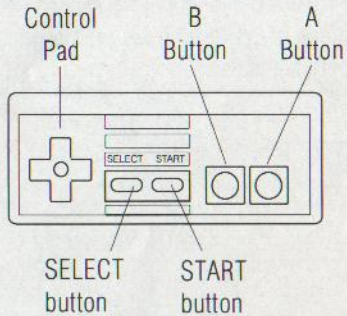
Where things have gone from bad to worse. The cops are on strike, and no wonder. This whole burg is going bankrupt - forced into liquidation by O.C.P., the corrupt megacorporation that took over just a couple years ago. And of course crime is soaring to stratospheric levels. Can you say the word "anarchy"?

But the greatest threat of all is the new and deadly chemical, code named "Nuke," recently developed by one of old Detroit's most powerful crime barons, Cain. Standing alone against Cain and his cronies, you must find their deadly chemical factory, destroying all the Nuke you find along the way.

But this time out, you'll face more than just the usual assortment of heavies and hazards. You'll find that you've met your match, in more ways than one. . . as you enter a final confrontation with the *new* ROBOCOP prototype - ROBOCOP 2.

CONTROLLER OPERATION

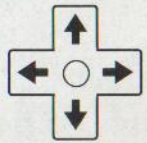
Controller 1 –
for 1- and 2-player games.
Controller 2 –
for 2-player games.



Control Pad

Move Game Cursor Up

Move ROBOCOP/ Game Cursor Left



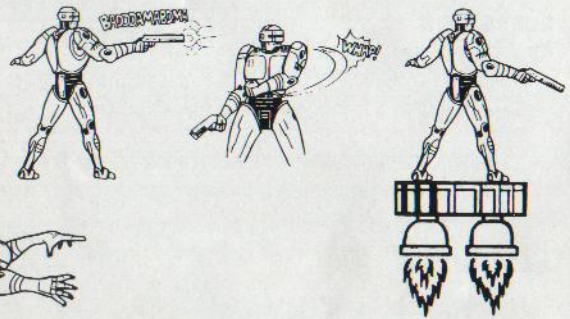
Move ROBOCOP/ Game Cursor Right

ROBOCOP Kneels/Move Game Cursor Down

ROBOCOP 2 *Controls*

Because of ROBOCOP's massive weight, he can't stop on a dime. So you'll have to master the technique of controlling his inertia when he jumps and walks, especially on wet and slippery surfaces.

B button – Fire weapon/ punch/control jet-propulsion when ROBOCOP is on a platform.



A button – Jump.

SELECT button – Changes options indicated by the Game Cursor.
START button – Start/pause/restart game.

GETTING STARTED

To start *ROBOCOP 2* -

1) Make sure that your Nintendo Entertainment System is turned off.
2) Insert the *ROBOCOP 2* Game Pak into the system.
3) Press the **POWER** button on the front of the system - the title screen will appear, with a menu of play options.

OBJECT OF THE GAME

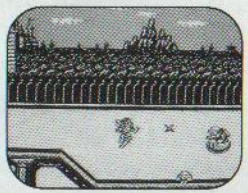
(AWESOME THINGS THAT, IF NOT MADE KNOWN TO FELLOW DUDES LIKE YOURSELF, WOULD CONSTITUTE A MOST EGREGIOUS OVERSIGHT ON OUR PART.)

OK, dudes.
What you have to do is save Allison and Allison's dad from the clutches of Edogy. In the process, you'll need to work through the game's five levels. Each level has either two or three stages within the level. At the end of each level, Jake has to totally take out one of Edogy's huge and grotesque friends in order to proceed to the next level.

You've got 12 totally rad magic powers to help you. They are described later in the manual. You're going to have to use magic wisely and sparingly, because you're only given a limited amount of power to use magic. It's important to figure out the right places in the game to use the various magical powers in order for you to win.

Here's a description of each stage and each of Edogy's gross friends who await you at the end of each level.

STAGE 1-1 — AMUSEMENT PARK



Jake begins his quest on the roller coaster tracks at an amusement park. There's some totally crazed pizza vendor at the end of the track.

STAGE 1-2 — UNDER THE BIG TOP

Jake follows Edogy's trail to the circus. If Jake survives the perils of the Big Top, Rubyllia, one of Edogy's measly associates, awaits to prevent Jake from getting to...

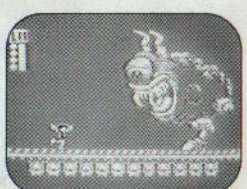
STAGE 2-1 — THE CITY STREETS

Apparently, Edogy only frequents the wrong side of town.

STAGE 2-2 — THE SEWERS

The way things are going, Jake's sojourn into the sewers is just like another day at the beach.

THE CITY STREETS REVISITED



This is a one way street to Biclopter, one of Edogy's more visionary friends who has

eyes in the back of his...well, let's just call it hindsight.

STAGE 3-1 — THE DARK FOREST
Jake gets some first-hand experience with Newton's Law.

STAGE 3-2 — THE RIVER OF DANGER
Lots of unfriendlies barging in.

STAGE 3-3 — BEHIND THE WATERFALL
Jake tries to leave the waterfall behind — except there's this really big fish named Nautikill swimming between Jake and Level 4.

STAGE 4-1 — ENTRANCE TO THE UNDERGROUND WORLD
Things are looking up as Jake hits bottom.

STAGE 4-2 — CAVES OF THE UNDERGROUND WORLD
The caves lead to Fang of the Underground World. Watch out for the stalactites on this guy.

STAGE 5-1 — CITY AT THE CORE OF THE EARTH
Jake discovers things are rotten at the core.

STAGE 5-2 — LAVA PALACE OF EDOGY
Say hello to the big guy for me.

GETTING STARTED

(SKIP THIS PART AND ORDER A PIZZA OR SOMETHING INSTEAD, DUDES, 'CAUSE THIS STUFF IS SO SIMPLE IT'S LIKE TELLING YOU HOW TO BREATHE — REALLY.)

1. Place the Totally Rad cartridge into your NES and turn on the unit.
2. After some introductory screens, the title screen appears. To skip the introductory screens, press **START** until the title screen appears.
3. Press **START** from the title screen to begin the game.

ON-SCREEN STATUS DISPLAYS

(WHOA, READ THIS 'CAUSE IT TELLS YOU HOW TO GET A NEW LIFE, FOR SURE.)

Jake's life gauge and magic power gauge are located in the upper left-hand corner of the main game screen. Jake's remaining life force is indicated by the circles under "L." Jake's maximum life force is

six circles. Every time Jake comes into contact with an enemy or enemy weapon fire, he loses some of his life force. When there are no more circles left, Jake loses a life.

The magic power gauge shows 12 blue bars under "M" when Jake's magic power is at its maximum. Each time Jake uses magic, his magic power gauge will be diminished until there are no blue bars remaining, at which point Jake can no longer perform magic.

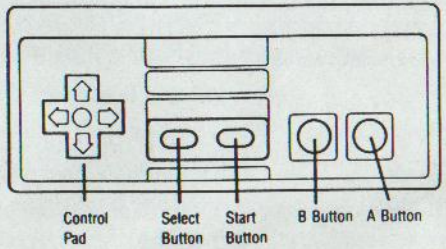
You get additional status information when you press the START button to bring up the magic selection menu. At the top of the menu, the number on the right indicates how many lives Jake has left. Under the word "ENEMY," you can find out how many enemies you have eliminated. The more enemies you destroy, the more lives you can earn for Jake as follows:

50 points = 1 extra life **100 points = 1 extra life (and every 100 points thereafter)** **200 points = 1 extra life**

CONTROLLER FUNCTIONS

(EVERYBODY NEEDS TO KNOW WHAT BUTTONS TO PUSH, DUDE, OR THE WORLD AS WE KNOW IT WOULD COME TO A COMPLETE STANDSTILL FOR SURE.)

THE CONTROLLER

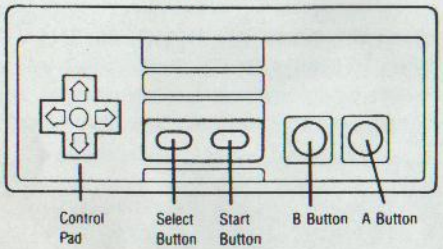


RIGHT on Control Pad: Move character right (or move cursor right on magic selection menu)

LEFT on Control Pad: Move character left (or move cursor left on magic selection menu)

(Continued on Next Page)

THE CONTROLLER



DOWN on Control Pad: Duck (or move cursor down on magic selection menu)

UP on Control Pad: Move cursor up on magic selection menu

A button: Jump (or select type of magic on magic selection menu)

B button: Fire (or return to main game screen without selecting new type of magic on magic selection menu)

UP and **B** button: Use selected magic

START: Bring up magic selection menu (or return to main game screen without selecting a new type of magic on magic selection menu)

SELECT: Pause game or return to action from pause

USING MAGIC

(A MOST PRODIGIOUS EXPLANATION OF THE TOTALLY MULTITUDINOUS CHOICES THAT APPEAR WHEN YOU HIT THE START BUTTON.)

Anytime you want to use any of the 12 kinds of magic available to you, first press START to bring the magic selection menu onto the screen. Use the Control Pad to move the arrow-shaped cursor until it appears above the type of magic you want to use. Then, press the A button to select the magic. The magic selection menu will disappear from the screen.

To put the selected magic into effect, press UP on the Control Pad, then press the B button (while continuing to hold down UP).

Keep in mind that you have limited power for performing magic. Whenever you use a magical power, you decrease the amount of energy that you have to perform magic, as indicated by the number of blue bars on the status indicator in the upper left-hand portion of the screen. When you have no blue bars left on the status indicator, you cannot use any more magic.

Here are the 12 types of magic, the number of magic points (blue bars) each requires, and a description of their effects:

LIFE UP (4 pts.)
Increases life gauge to maximum (6 points).

STOP TIME (2 pts.)
Freezes all enemies for a few seconds.

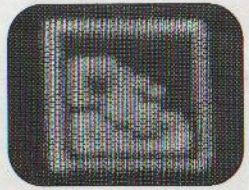
FIRE (2 pts.)
Magic eliminates or weakens enemies on screen.

LIFE HALF UP (2 pts.)
Increases life gauge 3 points.

DAMAGE SHIELD (2 pts.)
Prevents damage to Jake for a few seconds.

WATER (2 pts.)
Magic eliminates or weakens enemies on screen.

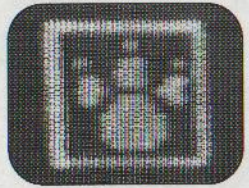
WIND (2 pts.)
Powerful magic spell that eliminates or weakens all enemies on screen.



JAKE (0 pts.)
Returns Jake to normal from LION, EAGLE, or FISH transformation.

EAGLE (2 pts.)
Transforms Jake into an eagle. Enables Jake to fly.

STONE (2 pts.)
Powerful magic spell that eliminates or weakens all enemies on screen.



LION (2 pts.)
Turns Jake into a lion. The lion can jump 50% higher, and cannot be hurt while jumping.

FISH (2 pts.)
Transforms Jake into a fish. Enables Jake to swim.

ASK THE RIGHTEOUS QUESTIONS, GET SOME RIGHTEOUS ANSWERS, DUDE.

Of course, some of these tips could be totally bogus.
We don't even know for sure.

Here goes:

1. When you shoot, you can increase the power of your shot up to three times by holding down the B button. The longer you hold the button down, the more powerful your shot.

2. You can control the height of your jumps. The longer you hold down the A button, the higher your jump.

3. Choose your use of magic carefully. Using the right magic at the right time is vital to winning the game.

TAKING CARE OF YOUR JALECO GAME

* This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

* Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

* Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System™ ('NES') and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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To receive this warranty service, contact Mattel's nearest State Office.

This undertaking to repair or replace the product will not apply if the (GAME PAK) has been damaged, after sale to the original consumer/purchaser, by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

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